

DAVID NEGRAZIS

3B UWaterloo Computer Science // Software Developer

davidnegrazis.github.io
github.com/davidnegrazis
djwnegra@uwaterloo.ca

EXPERIENCE

Hive AI May-August 2019

Backend Developer San Francisco, CA

- Engineered backend for television advertisement analytics dashboard using Node.js and Postgres
- Led development of impactful features such as user-defined commercial groups with custom metrics and data export
- Collaborated in small team, writing and reviewing code efficiently to frequently release new features
- Helped to initialize over 200 unit tests for the entire project
- Performed data analysis on big data sets with Jupyter and Python

360insights September-December 2018

Full-stack Developer Whitby, ON

- Scripted the conversion of logical models to physical models in Enterprise Architect, improving conversion time by 90%
- Generated foundational test data for an operational data store using SQL
- Migrated entire operational data store to another using Pentaho
- Defined and improved documentation practices for the Data and Analytics team
- Ran programming workshop for high school students

360insights January-April 2018

Full-stack Developer Whitby, ON

- Developed and maintained an Extract Transform Load command adapter for Pentaho Carte using Node.js, Docker, and RabbitMQ
- Used Pentaho to develop Extract Transform Load jobs for migrating and manipulating data between databases
- Enriched company culture by creating a band club and giving a company speech about overcoming personal challenges

Climax Media May-August 2017

QA Automation Engineer Toronto, ON

- Used Selenium IDE to create automated website tests in HTML and JavaScript
- Executed thorough website manual testing using tools such as BrowserStack and TestRail
- Planned, managed, and monitored tests of client solutions to ensure product quality

SKILLS

Languages

JavaScript, Ruby, Python, SQL, C, C++, C#, Racket, PHP, HTML, CSS

Technologies

git, Node.js, Ruby on Rails, Docker, AWS, Selenium, Laravel, React Native, Electron, Postgres, MySQL, Jupyter

PROJECTS

Forest

A clean social platform (currently in development)

- A social media platform like a blog, but both parties must organically connect with each other
- Uses no social metrics, allowing users to escape the harnesses of contemporary social media
- Backend being developed in Node.js
- Learning React to co-develop frontend

MLCheat

Card game with machine learning

- The Cheat card game featuring single player with bots or simulated gameplay
- Currently implementing reinforcement learning so bots can learn from the games they play
- Developed using Python

360carpool-api

API for work-based carpooling app

- Robust RESTful API for matching coworkers with each other to carpool to and from work
- Uses data such as ride requirements (e.g. driving or seeking ride) and commute similarity to help match users and streamline commuting
- Developed using Node.js, Google Maps API, and MySQL

Hackr

App for matching hackathon participants

- A mobile app for helping hackathon participants find and match with partners
- Worked in a team to create a RESTful API in PHP and engineer the app frontend with React Native

Cheat: Online Card Game

Web-based app that allows people to play Cheat online

- Connects players online to allow both bots and humans to play together
- Includes game hosting, in-game messaging, and profile creation
- Developed using PHP and MySQL

EDUCATION

University of Waterloo 2016-2021 (expected)

Candidate for Bachelor of Computer Science